C - **APPLY** manipulatives/linear functions to solve math problems.

C - **REMEMBER** the importance of achieving and maintaining a

health-enhancing level of physical fitness.

C - **EVALUATE** healthy and effective interpersonal communication

and relationships.

C - **ANALYZE** the interacting elements in music/visual

arts/theatre performances.

C - The learner will **EVALUATE** career development

activities (e.g. awareness, exploration, and planning) to determine a career goal.

C - **APPLY** {World} language to present information to an

audience.

C - Students at all levels of English language proficiency

**ANALYZE** meaning in text.

C - Define and compute with simple/complex numbers.

C - **CREATE** an informed opinion.

C - **UNDERSTAND** themes in a text/story/poem.

C - **CREATE** a personal experience narrative.

C - **ANALYZE** the concepts of cause and effect, time, continuity, and

perspective.

C - **CREATE** projects that outline the degree to which

discoveries,innovations, and technologies have accelerated

change.

C - **APPLY** scientific investigations to answer **any science area** questions/problems.

C - **EVALUATE** the sources and impacts of society’s use of energy.

C - **CREATE** consumer information for food, apparel, personal

hygiene, and medicinal drug products.

C - **UNDERSTAND** copyright/creative commons and source citation.

P - Collaborative Project

P - Think-Pair-Share

P - Activate Prior Knowledge

P - Increase Critical Thinking Skills

P - Use KWL

P - Use Sequence Mapping

P - Summarize (Read, recall, check, summarize)

P - Use Two - Column Notes (main idea & detailed notes)

P - Create Simulations

P - Compare and Contrast (Venn Diagram)

P - Problem Analysis (people involved, problem, setting, events,solutions, consequences)

P - Create Concept Maps

P - Vocabulary - Semantic Feature Analysis

P - Pre or Post Reading/Viewing/Listening/Speaking Responses

P - Use RAFT for Writing (role, audience, format, topic)

P - Open-ended Formative/Summative Assessment

P - Project Based Learning

P - Artistic/Creative Interpretation of Learning

P - Authentic (Real World) Assessment

P- Whole Group Learning

P - Discovery Learning

P - Build Models

P - Oral Presentations

T - SMS/Texting Tool (Remind101)

T - Blog (KidBlog)

T - Talking Avatar (Voki)

T - Animated Video Creator (GoAnimmate)

T - Collaborative Document (Google Drive)

T - Instant Chat Room (Today’s Meet)

T - Collaborative Concept Map Creator (Popplet)

T - TI-84 Calculators

T - Wiki (Wikispaces)

T - Quiz Creator (Google Forms in Google Drive)

T - Cartoon Creator (Toondoo)

T - Camera (FLIP Camera, Webcam, PHONE)

T - Digital Word Cloud Creator (Tagul)

T - Collaborative Spreadsheet (Google Drive)

T - Collaborative Presentation (Google Drive, Prezi)

T - Basic Website (Weebly, Wix)

T - Collaborative Drawing Tool (Google Drive)